



**Far East.** Nevertheless, given the rarity of female witchers prior to 1358, many believe that Fabio embellished his records.

Used as an example of redemption by the followers of Saint Putnam, D'yaebi also appears in history as the rumored second reason why Brehen was expelled from the School of the Cat, since it is said that the infamous Cat of Iello sexually abused her for many years during her training and upbringing, which, coupled with the erratic mutations of the Cats, left her mentally unstable.

	rogue mage Baghra, who aided the second iteration of the Cat School with mutations
Deathplace	Island of Kami, <b>Tuyotuki Islands</b> or the Northern Kingdoms
Service	1235 - 1284/1370
Physical Description	
Race	Human ( Witcheress) <b>Lîc</b> (rumored)
Gender	Female
Hair	Redhead and curly with blonde strands
Eyes	Bright yellow
Skin	Pale
Political Information	
Profession	Witcheress Caravan Guard Slave Explorer (indirectly)
Rank	Unknown
Affiliation	School of the Cat Redanian Secret Service <b>Gardunnia</b> Nilfgaardian Secret Service <b>Fabio Sachs</b>
Alias(es)	The Irbis of Hengfors The Mystery Cat The Shadow of Tubiel
Nationality	Koviri or Hengforsian (?)
Relationships	
Father	Wieland (rumored)
Mother	Unknown acolyte of Telawel
Lover(s)	Baghra (rumored) [1240 -1245] Kristov of White Orchard (1260-1264) <b>Putnam Pitch</b> (1280/1282/1283 - 1284) Baem "The Demon" (rumored) [1284 -1285 /1294/1304/1324/1344/1364]
Other	<b>Jolanta Dinmarb</b> (little sister figure)

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## Biography

### Early life

Like so many other witchers, not much is known about the life of D'yaabl. Adding to her legendary status is the fact that even her real name has been lost to time, leaving only her nickname. According to myths surrounding her, D'yaabl is said to have been born in the year 1215 in the city of Hengfors, when it was still part of Kovir. The specific part of the city is also unknown, but most people point to the district of Little Aedirn. Her father was supposedly Wieland, the famous archpriest

in charge of the Temple of Telawel in the city, who later became part of the regional clerical council in his later years. D'yaebI's mother, reportedly an acolyte of Telawel, initiated a forbidden relationship with the young Wieland, which resulted in D'yaebI's birth. Sadly, D'yaebI's mother died in childbirth as a consequence of this forbidden union, allegedly prompting Wieland to abandon his daughter at a local orphanage out of fear of reprisal from higher-ranking priests.

According to the tales, several years passed, and by the age of four in 1219, D'yaebI was claimed by the School of the Cat when the [Dyn Marv Caravan](#) passed through the city. It's said that Brehen was sent to deal with a rimpler plague originally affecting inns and taverns, eventually reaching the orphanage where D'yaebI was. Supposedly, after taking his reward, Brehen kidnapped her after witnessing the girl fighting with other children over a toy, as he supposedly, saw potential in her. Some claim that Brehen saw either magical potential in her due to her being a Source, potential as an assassin, or, in a disgusting way, simply liked the girl.

## Upbringing among the Cats (1219 - 1239) ✦

The incorporation of D'yaebI into the School of the Cat was controversial from the beginning, which foreshadowed how her training and time among them would unfold. At that time, [Guxart](#), the exiled member of the School of the Griffin, was already the grandmaster of the school, which led to Brehen receiving a strong reprimand due to the kidnapping of the girl, as Guxart feared that this would only worsen the already poor reputation of the School of the Cat. This caused a major uproar in [Dyn Marv's caravan](#), resulting in two factions emerging: those who supported Guxart and those who supported Brehen. Some argued that improving the school's image was necessary to avoid problems, while others claimed it didn't matter.

The school was on the brink of a civil war over this issue, if not for D'yaebI herself, despite her young age, intervening and ending the conflict by pointing out that she would rather be anywhere than in the orphanage, which had lost significant government funding causing many children to go hungry for several days. This convinced Guxart and his supporters, and thus D'yaebI was accepted and became a Cat adept.

## Training under Brehen ✦

Since Brehen saw potential in her, it was decided that the infamous Cat of Iello would train her. Thus, Brehen became D'yaebI's tutor and, in his twisted way, the closest thing to a father she had. No one could have foreseen the terrible things that would happen between them.

The abuse (including sexual abuse later) began to appear gradually. At first, it was only physical, disguised as part of the witcher training at the School of the Cat. This was followed by psychological abuse, finally culminating in a cycle of violence and control that D'yaebI was forced to endure. These physical abuses, initially disguised as rigorous training, escalated in cruelty and frequency, severely affecting the mind and spirit of the then-Cat witcher adept. Brehen's psychological manipulation made D'yaebI doubt her own worth and abilities, leading her to a state of emotional dependence on him. The sexual abuse, which began insidiously, completed the grim picture of her martyrdom, eroding any hope of even a standard training experience.

The relationship between Brehen and D'yaebI became a downward spiral of darkness, where the lines between abuse and training increasingly blurred. Each day with Brehen was a struggle for her to maintain her humanity while learning the skills of a witcher from the School of the Cat.

Additionally, the emotional dependence on the closest thing she had to a father figure, combined with the fact that no one at the school intervened, gradually led her to develop not only mental instability derived from her suffering (which was

intensified with the corrupted mutations) but also resentment towards the grandmaster (which much later would influence the conspiracy that would lead to the fall of the school). She also began to exhibit many of Brehen's sociopathic traits, which she later tried to instill in other adepts (such as [Jolanta Dinmarb](#)) as a form of vengeance against Guxart by creating more individuals like her. Fortunately for Jolanta, her training and upbringing (mostly) under Pardus' wing stopped this.

During her training with Brehen, D'yaabl specialized in infiltration techniques and small weapons. This made her a formidable assassin in the future. This specialization was due to both Brehen's insistence and the sociopathic traits that she acquired as a coping mechanism during her training, which she used in her attempts to kill Brehen. However, she only failed in these attempts, which led to more abuse.

By 1239, Brehen considered D'yaabl's training complete, when D'yaabl, of all the assassination attempts she made against him, came closest to killing him in the last one. And so, D'yaabl graduated as a full-fledged witcheress of the School of the Cat, in a unique way. Similar to how she came to the school.

### Mutations ✦

D'yaabl was subjected to the mutations at the age of 8. Like so many other women in the Cat School, she was the only one to survive in her group, which, added to Brehen's abuses, plus the fact that the corrupt mutations had intensified her emotions more than the average Cat Witcher, left her with another of the many traumas she would come to suffer. The emotional increase was such, that she was even considered unfit to continue her training, which added to new abuses by Brehen that were ineffective to make her change her, and reduce her emotional increase, made that in the end, in a last desperate attempt, D'yaabl was taken again to visit, Baghra, the rogue sorceress in charge of carrying out the mutations of the Cats, to see if she could solve the problem. Which, apparently, she did. What Baghra did to the girl is unknown. But according to legends, she was possessed by a demon, more specifically Viy, which, according to many, would justify the sociopathic traits she would have, along with having partially learned them from Brehen.

### Brehen's exile (1242) ✦

Finally, in the year 1242, coupled with the Iello massacre, Brehen's abuses were revealed by D'yaabl after many years of silence. And despite the School of the Cat's low moral standards, Brehen was banished forever as punishment for both crimes. However, this didn't change D'yaabl's mind. She was so broken at this time that eventually her impulses and mental scars won over her.

### Secret Romance with Baghra (1240 -1245) ✦

Rumors said that from the period of 1240 to 1245, Baghra and D'yaabl would be lovers. With the romance ending after Baghra cheated on D'yaabl with a mage and she try to kill her.

### Relationship with Kristov of White Orchard (1260-1264) ✦

*"The monster they think I am? It's all that's left after losing Kristov"*

—D'yaabl to Putnam (circa, 1280)

In the 1260s, D'yaabl began a romantic relationship with Kristov of White Orchard, a witcher from the [School of the Griffin](#) after the latter saved her life from a [thundster](#). Despite initial disapproval, particularly from the members of the Griffin School, their relationship prospered, leading to a temporary thaw in relations between the Cat and Griffin Schools. On their first anniversary, Kristov commissioned an elven-technique steel sword for D'yaabl. He used this sword to defend himself against a mob before giving it to her. The sword, after saving

Kristov's life, was named after her, symbolizing their bond and D'yaabl's potential for redemption.

Kristov played a significant role in helping D'yaabl overcome her traumatic past and become a slightly better person despite her horrors. Under his influence, she began to confront her memories of the abuse inflicted by Brehen, finding a balance between the deadly nature created by Brehen and her capacity for empathy and love. Kristov's unwavering support and compassion showed her that redemption was possible, even for someone as scarred as she was.

However, in 1264, tragedy struck. The infamous Leo Bonhart, a notorious and sadistic [bounty hunter](#) with a reputation for hunting down and killing witchers and collecting their medallions, crossed paths with D'yaabl and Kristov. Bonhart was seeking to add another Cat medallion to his collection, along with those of the Wolf and Cat (the latter from the elven Cat witcher, [Merio](#)). Bonhart had been hunting D'yaabl due to a bounty on her for her past assassinations. Kristov, ever the protector, intervened to save her. In the ensuing battle, Kristov was fatally wounded as Bonhart decapitated him, claiming his Griffin medallion as a trophy. This trauma marked D'yaabl forever until the last of her days.

Kristov's death left D'yaabl deeply affected and worsened her already unstable mental health. The elven-technique sword, once a symbol of their love and her potential for redemption, became a haunting reminder of her loss and failure to protect the one person who had truly cared for her. It was also the only reminder that, at some point, she had some humanity inside her, that she wasn't the monster that everyone believed she was. Later, D'yaabl lost Kristov's gift during a failed assassination, which drove her mad, causing her to search for the sword to recover it across the Northern Kingdoms and beyond. The relationship with Kristov had transformed D'yaabl, but his death pushed her back into a world of darkness and despair, overshadowing the progress she had made. Until the appearance of another Griffin Witcher in her life 20 years later.

## The Irbis of Hengfors (1260s - 1270s)

The period between 1260s and 1270s served for D'yaabl to earn a great reputation as an assassin, being nicknamed the *Irbis of Hengfors* because, like the animal, she was beautiful and deadly. Her deceptively delicate and attractive appearance concealed lethal skill and relentless precision in her assassinations. Like the irbis, also known as the snow leopard, D'yaabl moved with grace and stealth, using her surroundings to stalk her prey and attack them when they least expected it. Her fame spread quickly, and her name became synonymous with imminent danger and death. In fact, it is believed, although it has not been proven, that several political changes that took place in her possible homeland, the League of Hengfors, were due to assassinations committed by her.

## The Extinction of the School of the Cat (1269)

The year 1269 marked a turning point for the Dyn Marv Caravan, shrouded in betrayal and misfortune when the Cats were in Cintra. Internal dissent within the School of the Cat reached a boiling point, culminating in a conspiracy to kill Grandmaster Guxart and those close to him. Led by Lexandre, the conspiracy included key figures such as D'yaabl, Faustino, and Loathen. Lexandre acted out of hatred and a desire to steal the grandmaster armor diagrams, while D'yaabl's motives likely stemmed from resentment for Guxart's inaction against the sexual abuses she endured at the hands of Brehen. Faustino and Loathen had their own reasons: Faustino believed Guxart's old morality and past influence from the School of the Griffin were weakening the new generations, while Loathen resented Guxart for his perceived betrayal during the Witcher Tournament investigation with Vesemir of the Wolves.

Capitalizing on the chaos, a Nilfgaardian brigade stationed in Cintra saw an opportunity. They had previously formed an alliance with the conspirators,

manipulated by promises of aid against bandits, when in reality, the aid that the Nilfgaardian soldiers would give to the Cats would be used for the conspiracy when it happened. However, when the conspiracy was in full swing, the Nilfgaardians, fueled by a desire for revenge against the School of the Cat for past losses (such as those suffered at the Battle of Brenna where some Cats participated as mercenaries for the Nordling armies), betrayed the divided Cat witchers. They seized the Dyn Marv Caravan, killing the witchers who defended it, such as Axel and Cedric, and taking the caravan for themselves. The Nilfgaardians then stripped the caravan of its resources, scattering the remaining witchers, including [Casanna of Cintra](#), Pardus of Korath, [Tubiel of Brenna](#), Jolanta Dinmarb, Gaetan, Joël, and others. Despite this twist, the conspiracy succeeded, as Guxart and his close allies were killed. It is unclear who killed Guxart; while all evidence points to Faustino, some inconsistencies suggest that D'yaebI might have been the perpetrator, giving another proof of her real existence.

In the aftermath of this disaster, many of the scattered Cat witchers sought desperate refuge, returning to the ruins of Stygga Castle, their former headquarters, to endure the harsh winters while trying to rebuild their school, or going their own separate paths. However, the losses were too significant, and after the fall of the caravan and the extinction of the second iteration of the School of the Cat, they remained in a decadent state until the last surviving member fell around the 14th century. The de facto extinction of the school happened in 1381 when the last member, Jolanta Dinmarb, abandoned her Cat medallion and co-founded the School of the Crane with Putnam Pitch. However, at least a group of these scattered Cats, driven by a yearning for a new purpose, eventually joined the [School of the Fox](#), with [Caldigi of Cidaris](#) being the most notable example, or found their way to Lambert and his group, laying the foundation for the rise of the [School of the Lynx](#).

## Failed assassination of King Foltest (1270)

In 1270, D'yaebI was supposedly hired by the Redanian Secret Service to assassinate King Foltest of [Temeria](#). This mission, shrouded in myth due to the lack of records, was ultimately a failure. D'yaebI not only failed to assassinate Foltest but also lost her sword in the process.

After D'yaebI's failed attempt, the sword briefly came into the possession of King Foltest himself. It is unclear how Foltest came to possess the sword, but it is believed to have been recovered by his guards during the failed assassination attempt. Foltest, unaware of the sword's history, kept it as a curious trophy of an attempt on his life.

The sword next came into the hands of the Zerrikanian mage and member of the criminal organization known as Salamandra, Azar Javed. Javed is rumored to have stolen it from Foltest's palace during the conflict between the Scoia'tael and the Order of the Flaming Rose in Old Vizima during Foltest's absence.

Subsequently, the sword came into the possession of Geralt of Rivia, the legendary witcher of the [School of the Wolf](#). Geralt acquired the sword after defeating Azar Javed; however, his time with the sword was brief. Following his battle with Javed, Geralt, always on the move and embroiled in constant conflict, lost the sword. It eventually found its way to an anonymous Skelliger merchant. The merchant's fate was grim—he was killed, and Geralt, who was in Skellige at the time, recovered the sword from the merchant's belongings around 1272.

After 1272, Geralt lost the sword again, and it remained lost until the 1280s when it reappeared.

## Protector of King Esterad Thyssen (1271)

During the Third Northern War (1271-1272), D'yaebI was rumored to have served as the protector of King Esterad Thyssen of Kovir for a time. Her skills as an infiltrator



and assassin were invaluable in safeguarding the king from numerous threats. This period of her life is often cited by those who argue for her historical existence, as records from Kovir mention a mysterious protector during the tumultuous year of 1271 that saved the Kovirian king from being killed by one of the later infamous, witchers Kingslayers of the [School of the Viper](#).

## Prism period (1271-1280)

Little is known about the period between 1271 and 1280 of D'yaibl. The legends told about her are varied, very confusing, and even contradictory. That's why it is called the prism period. It is believed that she continued searching for the sword, traveling to [Vosgmark](#) and its surroundings where the sword was supposedly located, helping the exiled prince Gittan Hugo and his girlfriend Viveka Sofia to stage a coup in the kingdom and overthrow his brother, King Sture Axel, from power in exchange for the sword. This they would achieve, however, it is said that Sture, when the coup was being carried out, took all his riches elsewhere to protect them, including the sword. Forcing D'yaibl to travel further. Others, however, say that even the infamous [Gaunter O'Dimm](#) appeared to D'yaibl, offering to recover the sword for her, in exchange for her help with the problem he had with Olgierd von Everec. But upon recognizing the demon within her, an ancient rival of his, Gaunter subtly fled to avoid confrontation, arriving at White Orchard, where he found another witcher for this mission. And so, a multitude of tales that do not agree on this very mysterious period of the legendary Cat Witcheress.

## The Play of Preys (July - August of 1280)

*"Playing with your prey before the kill. How delightfully feline of me"*

—D'yaibl during her assassination attempt of Putnam

By 1280, D'yaibl, according to the legends surrounding her could be traced much more clearly than from 1271 to 1280. By this year, D'yaibl was said to be working as an assassin for the criminal organization and secret society known as the [Gardunnia](#), in exchange for a generous reward and the sword she had been searching for so long, which had ended up in the hands of the Gardunnia. However, instead of recovering the sword, she crossed paths with one of the future founders of the School of the Crane, explorer, and by then, School of the Griffin Witcher, Putnam Pitch. At that time, Putnam, after losing his wife and his adoptive son indirectly at the hands of the criminal organization, sought revenge and the downfall of the Gardunnia. This quest for revenge undertaken by the once-knightly Golden Griffin would bring D'yaibl into his path. After the Snow Leopard started working for the organization, she was assigned her final task for recovering the sword: to kill Putnam, who had become a threat to the criminal organization. After that, she would have her reward and the sword. The nicknamed Golden Griffin had transformed into a wild beast, ruthlessly exterminating entire criminal gangs and other groups under the Gardunnia's control, as well as its members, in gruesome ways. With six out of the twenty council members of this secretive organization eliminated, which held all criminal activities in the Northern Realms and Nilfgaard under its umbrella, the time finally came for them to meet on a hot August night that year.

The Irbis spent a long month studying his movements, learning his patterns, and investigating him. She was undoubtedly impressed, particularly by the creativity displayed in his killings. Notably, there was the one he carried out against Imke, a prostitute who happened to be the lover of one of the members of the Gardunnia, Gudrun. Putnam sent Gudrun a grisly message by presenting Imke's severed head, artfully decorated like a birthday cake, accompanied by a chilling note proclaiming that Gudrun would be the next to meet his blade. It was thanks to this gruesome act that D'yaibl would finally be able to track him down after such a prolonged pursuit.

D'yaibl, after all that time, prepared her move, believing that she would kill



Putnam, collect the reward, reclaim the sword, and finally find peace after enduring so much. However, life, destiny, or whichever force governs the lives of men and women had a surprise in store for her, one that neither she nor the now wild Golden Griffin could have anticipated. The intricately devised plan, perfected through meticulous observation of the young witcher as if he were her own shadow, unfolded smoothly, at least in its initial stages. Taking advantage of Putnam's predictable routine of consuming Black Gull or White Gull to cope with his pain or insomnia, D'yaabl stealthily infiltrated his room, gliding through the shadows with silent determination, ready to catch him off guard. Engaging in a twisted dance of amusement and danger, she played her part, savoring the exhilaration of the moment, and approached Putnam from behind as he made his way to the bed, poised to deliver the fatal blow that would end his life.

The first three steps of the plan executed flawlessly. D'yaabl skillfully manipulated the situation, evoking a mix of fear and desire in Putnam. Their conversation and playful banter escalated, building a tension that hung heavily in the air. However, just as D'yaabl prepared to execute the final act and slit Putnam's throat with her dagger, an unexpected and unsettling event disrupted the grim tableau.

Putnam, heavily under the influence of the [Black Gull](#) potion, erupted into laughter—an eerie, unsettling sound that reverberated through the room. The unexpected outburst caught D'yaabl off guard, momentarily freezing her in confusion and uncertainty. What was he finding so amusing? He stood on the brink of death, about to meet his end in a manner unworthy of a witcher from his school, and yet he found amusement in the situation.

As the echoes of  
Putnam's unsettling  
laughter subsided, a  
charged atmosphere  
hung between D'yaabl  
and him. Their eyes  
locked, filled with a  
mixture of fury, desire,  
and something else—  
something deeper  
that defied  
explanation. In that  
moment, the  
boundary between  
adversaries blurred,  
and a primal instinct  
took hold of them  
both.

Their clash  
transitioned  
seamlessly from  
combat to a twisted dance of passion and aggression. Each strike became an intimate caress, and their bodies moved with a fierce and intoxicating rhythm. The lines between pain and pleasure became indistinguishable, as the intensity of their fight fueled an unyielding desire that coursed through their veins.

In the heat of the moment, every one of Putnam's movements exuded the essence of Kristov—his gestures, his gaze, his disheveled and tangled brown hair that had recently been bleached blonde by the southern sun. D'yaabl, likewise, became the vessel for Tubiel's essence, momentarily embracing the force of nature that was the "Lioness of Brenna."

Their primal connection transcended mere physicality, delving into a realm where desire and violence coexisted. It was an all-consuming union, where their bodies

and souls intertwined, succumbing to the irresistible force that drew them together. They became entangled in a whirlwind of pleasure and pain, losing themselves in a maelstrom of conflicting emotions that defied reason.

In that momentary respite, D'yaabl, momentarily diverted from her mission, and Putnam, momentarily liberated from his quest for vengeance, found solace and an unexpected connection. The encounter, born from chaos and their intertwined destinies, held profound significance that surpassed their original intentions. It was a profound and transformative experience, where their paths converged in a dance of passion and darkness.

Little did they know that this encounter would alter the course of their fates, entwining them in a web of complicated emotions and unforeseen consequences. As their bodies and desires merged, they became inexorably bound together, their destinies intertwined in ways they could not yet comprehend.

### The Fate of the Gardunnia ✦

*"This... this wasn't supposed to happen."*

—D'yaabl that morning

After that animalistic encounter, which arose from many factors but, above all, the pain of loss and guilt—she for not having saved Kristov, and he for not having saved Tubiel—D'yaabl and Putnam would go their separate ways (although life would eventually make them meet again and again, as if they were two opposite poles of magnets). Not without the Cat Witcheress, in an impulse of humanity she had not felt in years, helping Putnam to escape from the place. For she had agreed to meet with several members of the Gardunnia the next day to present them with proof that she had accomplished her objective and slain the Golden Griffin, in the same inn where their wild night together had taken place instead of Putnam's murder. However, failing to do so, and driven by the aforementioned impulse of humanity, likely born from the feelings that blossomed that night, she opted to spare Putnam's life and take on his revenge by eliminating these powerful criminal leaders. Something to which Putnam, although worried, did not oppose, as if on the morning after, they understood each other perfectly, as if they had known each other all their lives, despite their acquaintance lasting only a couple of hours.

And so, D'yaabl, once again foregoing the chance to reclaim the lost sword, continued her journey, unaware of the profound transformation that awaited her.

### The chaos of Aldesberg (March 1281) ✦

*"Quit playing the hero, Putnam! You ain't gonna fix everything!"*

—D'yaabl to Putnam during their duel in Aldesberg

After the passionate and animalistic encounter with Putnam that followed her assassination attempt, D'yaabl's pursuit of the sword Kristov had given her remained relentless. Despite missing yet another chance to reclaim the sword, she continued her quest, following its trail all the way to Aldesberg, where she became convinced that the city's mayor possessed it.

D'yaabl initially approached the mayor with a peaceful proposition, offering to buy the sword. However, the mayor, valuing the artifact immensely, refused to part with it. Frustrated but undeterred, D'yaabl resorted to drastic measures. She kidnapped the mayor's daughter, intending to use her as leverage to force the mayor's hand.

Her actions over the following days escalated in intensity, bordering on terrorism. D'yaabl's relentless efforts to coerce the mayor into surrendering the sword threw Aldesberg into chaos. She convinced the city's poor and non-human residents to join her cause, promising them a share of the mayor's wealth. The ensuing

destruction and fear gripped the city, marking the urgency and determination with which D'yaebi pursued her goal.

Amidst this turmoil, D'yaebi became aware of Putnam's arrival in the city and how he offered his help to the mayor to recover his daughter. Her emotions conflicted upon learning of his presence, but she swiftly refocused on her mission. She couldn't afford to let the Golden Griffin interfere with her plans. The situation culminated in a fierce confrontation when Putnam finally tracked her down to an abandoned warehouse where she held the mayor's daughter hostage.

Despite a fleeting moment of recognition and admiration as she noticed Kristov's armor on Putnam, D'yaebi's desperation overpowered her. Negotiations failed, and the two engaged in a fierce and intense duel. The clash of their blades was a dance of calculated precision, each strike and parry showcasing their skills and determination.

D'yaebi's attacks were fueled by her anger and desperation. Yet, Putnam's efforts to incapacitate rather than kill her hinted at a deeper understanding of her motivations. Throughout their battle, D'yaebi's frustration grew, driven by her unyielding desire to reclaim the sword and her unwillingness to let go of the past.

In a pivotal moment, Putnam invoked the Somme Sign, casting its power towards D'yaebi's face and inducing a deep sleep. As her body succumbed to the Sign's influence, she felt a momentary peace, her desperation and anger momentarily fading. Putnam carefully secured her, ensuring she wouldn't pose a threat to herself or others.

When D'yaebi awoke, she found herself in a safe location, her wounds tended to by Putnam. Despite the physical pain, a deeper ache resonated within her—the realization that her relentless pursuit of the past had caused immense suffering.

The aftermath of their duel left D'yaebi in a state of introspection. Her anger and desperation had driven her actions, but Putnam's compassion and restraint offered a different perspective. Though her quest for the sword remained, a small seed of doubt about her methods and motivations began to take root.

As Putnam departed Aldesberg, D'yaebi was left to contemplate her path. The encounter with him, marked by a poignant clash of ideals, had left a lasting impact. Time and introspection would be necessary for her to fully grasp the futility of her actions and consider a different future—one free from anger and pain.

In the days that followed, Aldesberg began to heal. The mayor's daughter was safely reunited with her father, and the city's inhabitants started to rebuild their lives. For D'yaebi, the chaos of Aldesberg marked a turning point—a moment of reckoning that similar to the encounter in 1280 with Putnam, would shape her journey in the years to come.

## Celebration in Honor of the Expedition of Fabio Sachs to the Far East (End of 1281)

*"I've heard of love at first sight, but trying to kill someone and then sleeping with them takes it to a whole new level. It's like she's playing a dangerous game of 'Romantic Roulette.' You never know if you'll end up in bed or with a dagger to your neck. But hey, kudos to you, Putnam. You've certainly raised the bar for first dates"*

—Fabio to Putnam after Putnam saved him from being assassinated by D'yaebi

At the end of 1281, the kingdom of Lyria and Rivia organized a grand celebration to honor the expedition led by Fabio Sachs to the Far East. Among the attendees was Putnam, who had finally accepted Sachs's offer after two months of

contemplation. Despite his recent breakup with his girlfriend [Marina](#) and the emotional turmoil it entailed, Putnam felt a sense of duty to his friend.

Unbeknownst to Putnam, D'yaebi also attended the party, concealing her true identity. She had been hired by the Nilfgaardian Secret Service to assassinate [Fabio Sachs](#) and thwart the expedition. Nilfgaard aimed to prevent closer ties between the North and the East, preserving their monopolies on various products from that region. In exchange for her services, D'yaebi was promised a substantial sum of money and, more importantly, the coveted sword that had once belonged to Kristov. This sword had changed hands several times since the events in Aldesberg, its cursed reputation making it difficult to keep.

At the opulent event, Putnam navigated through the crowd with grace, engaging in conversations and even striking up an unexpected friendship with Istredd, one of the mages that would be part of the expedition. Despite the festive atmosphere, his thoughts often drifted back to Marina and the promises he had made to her. The weight of their breakup and the guilt of leaving her behind haunted him.

As the evening progressed, D'yaebi made her entrance. Clad in a stunning gray gown with intricate Kovir influences and Redanian details, she exuded an air of mystery. Her nails were painted a shade of gray, reminiscent of a snow leopard, and she wore a mask to conceal her feline pupils. Her presence was both alluring and dangerous, a reminder of their shared past.

Putnam, dressed in an elegant Lyrian suit with gold embroidery, couldn't help but notice her. Despite their tumultuous history, an undeniable chemistry lingered between them. They danced together, sharing lively conversations as if the events in Aldesberg had never happened. However, beneath the surface, Putnam sensed D'yaebi's ulterior motives. His instincts warned him to stay vigilant.

While Putnam enjoyed the festivities, he kept a watchful eye on Fabio, using his heightened senses to ensure his friend's safety. The mingling emotions of nostalgia, curiosity, and mistrust made the night a delicate balancing act. Eventually, D'yaebi led Fabio towards an upper floor balcony, and Putnam's intuition kicked into high gear. He realized what she intended to do and knew he had to act quickly.

Approaching the balcony, Putnam strained to catch snippets of their conversation. He heard enough to understand the peril Fabio was in. He moved swiftly, his heart pounding with urgency. Confronting D'yaebi, he attempted to reason with her, appealing to the shared history and the complex emotions between them. But D'yaebi's resolve was firm; she could not afford to fail this mission.

The tension between them reached a breaking point. In a surprising twist, D'yaebi kissed Putnam briefly, a gesture laden with conflicting emotions, before making her escape into the night. Putnam, momentarily stunned, quickly refocused on saving Fabio.

With a sudden, desperate move, D'yaebi pushed Fabio off the balcony. Putnam reacted with lightning speed, leaping after Fabio and catching him mid-air. He summoned the protective Quen Sign, enveloping them both in a shield that cushioned their fall. They landed heavily in the Royal Garden, but the shield held, saving them from serious injury.

Fabio, dazed but unharmed, looked at Putnam with a mix of gratitude and curiosity. He couldn't help but joke about Putnam's "new girlfriend," a term that held a dark humor given the circumstances. Putnam chuckled, helping Fabio adjust his attire, and began to explain the tangled history with D'yaebi—their initial encounter, the passionate yet dangerous liaison, and the recent

confrontation.

As they rejoined the party, Putnam couldn't help but scan the crowd for any sign of D'yaabl. She was gone, but the weight of her presence lingered. Fabio, though shaken, trusted Putnam's judgment and remained close. The celebration continued without further incident, leaving everyone with a sense of accomplishment and a pleasant hangover the next day.

For D'yaabl, the night was a failure. Her mission incomplete, she was forced to retreat and reconsider her next move. Her different previous encounters with Putnam, including this one, as already mentioned, had stirred emotions she thought long buried, complicating her professional resolve. Yet, deep down, a part of her couldn't help but wonder what future encounters might hold. With the sword still eluding her grasp and her heart torn between duty and desire, D'yaabl vanished into the night, leaving behind more questions than answers.

## Winter in Haakland (Winter of 1282)

In the winter of 1282, D'yaabl arrived in Haakland after traveling and working as a guard for a Redanian caravan seeking silk to sell upon their return to the Northern Kingdoms. Her primary goal remained clear: reclaim Kristov's sword. But after hearing about Putnam and how he saved the son of the Great Khan, a personal reason was added—her unresolved feelings for Putnam.

As if by some cosmic design, sooner rather than later, she found Putnam enjoying a well-deserved bath in one of the inns of the capital of the province that she had reached. Unlike their previous encounters, this meeting lacked the passionate and wild confrontation of their first meeting. Their relationship, still heavily physical due to their shared traumas, had evolved. They were moving away from being merely "enemies with benefits" and becoming something more, even though neither wanted to admit it.

Putnam was glad to see her again, although he didn't show it at first. He wondered what had brought her so far, although he could make an educated guess. Similarly, D'yaabl was glad to see the Griffin, though she didn't show it. It was as if the incident at the party had been a mere fleeting argument between partners for both of them, rather than an assassination attempt.

As if reading his mind, D'yaabl explained to Putnam, after he turned and their gazes met, that she had arrived in the Great Khanate after traveling and working as a guard for a Redanian caravan that sought silk to sell upon their return to the Northern Kingdoms. The reason? The sword—it was quite clear, but neither of them voiced it aloud. Nevertheless, both of them understood it perfectly without uttering a word.

D'yaabl started teasing him about how Putnam had saved Zeus and mentioned some of the other contracts she had heard about, playfully acting as a damsel in distress. Putnam couldn't help but laugh along with her. Furthermore, it was easy to recognize him from the description of his eyes.

The Golden Griffin, without hesitation, invited her to bathe with him, to indulge in the luxuries, smoke opium together, and learn more about the whereabouts of the sword. They also needed to catch up in general, as a whole year had passed since they last saw each other. They had things to discuss. And the opium would assist them in doing so.

D'yaabl undressed and joined him in the bathtub. The warm water enveloped them, creating an intimate atmosphere as they spent a long time together, indulging in luxuries and relaxation. They caught up on each other's lives, sharing stories and experiences while the opium filled the air, adding a dreamlike quality to their interactions. With each passing moment, their connection deepened, transcending the boundaries of mere physical presence.

As the opium's effects gradually faded, their conversation delved into more emotional and personal territories. It was as if the drug had provided a conduit for their unspoken desires and unexpressed emotions to finally find a voice. They discovered that beneath their superficial differences, they shared a profound commonality—a shared understanding of pain, loss, and the struggle to forge a meaningful existence in a cruel world. They were two sides of the same coin, each representing a distinct path of coping with their haunting past.

Putnam, having undergone a period of introspection, found it somewhat easier to articulate his feelings. The passage of time had provided him with clarity and allowed him to embrace vulnerability. He opened up, sharing his thoughts and emotions with a newfound ease, surprising even himself. On the other hand, D'yaabl faced a more arduous challenge. The weight of her age and the burden of carrying her inner demons as shields had made her resistant to showing vulnerability or emotions beyond those of anger and pain. However, the bond between them, forged in shared experiences and unspoken connections, encouraged her to take hesitant steps towards revealing her true self. Being the first significant step among many that D'yaabl would take that night, asking Putnam for help in retrieving the sword. She explained that it was in the possession of the Khanum of that administrative division where they were at the moment, Patyak, named Temulun Abagai Tuya, and with his status as a "*Protector*," she was confident that he would be able to persuade her to relinquish it.

But in the end, D'yaabl resorted to expressing her emotions through physical intimacy, as it offered a veil of indirectness, shielding her from the vulnerability of exposing her feelings too directly to Putnam. Being the witcher that he was, Putnam acquiesced to her desires, allowing their connection to transcend words. Emerging from the bathtub, they stood in the room, allowing the air to dry their damp bodies, creating an atmosphere charged with anticipation.

Curiosity got the better of D'yaabl, and she couldn't resist asking Putnam if he had been with others since their last encounter. Though they were never officially a couple or defined their relationship, the mere act of opening up to each other had created a sense of exclusivity in her mind. As her hand caressed the scar on his lip, she posed the inevitable question. Putnam, with honesty in his voice, confirmed that he had been involved with Jolanta, another member of her school, sharing the story behind the scar she was tenderly touching.

However, consumed by a sudden surge of jealousy, an emotion she would later regret, D'yaabl impulsively seized one of the daggers she always carried. Carelessly left on the nightstand, the blade found its mark in Putnam's left leg, representing a desperate and misguided attempt to assert her possessiveness over him. The act, driven by fleeting emotions, stood in stark contrast to Putnam's compassionate response. Despite the pain and surprise, he remained composed and understanding.

In that moment, for the first time in years, D'yaabl felt a flicker of the humanity she once possessed, the same humanity that Kristov had taught her still existed within herself. She realized the depths of her own inner struggles and the need for redemption. Witnessing how calmly Putnam tended to his wound, without shouting or arguing, without labeling her a "monster," touched her deeply.

Overwhelmed with remorse, D'yaabl's eyes welled up with tears. She realized the gravity of her actions and the pain she had inflicted on someone she cared for deeply. With a trembling voice, she pleaded for forgiveness, her words laden with guilt and sorrow. Putnam, with his unwavering empathy, reassured her that he understood the turmoil within her, and that their bond would not be broken by a momentary lapse of judgment.

## The Sword ✨

After that encounter, with its respective incident, D'yaabl and Putnam spent the night sleeping together, for the first time as if they were a couple (although they were not, they still had a long way to go). It was a peculiar experience for them, considering they had worn their emotional armor for so long, but they quickly adapted to it. It was different from their first encounter when they slept separately in the same bed, as if trying to deny each other and convince themselves that what had happened was merely a mistake, a momentary lapse.

It felt as if that room had transformed into a sanctuary for them. Within its walls, the masks they wore could be cast aside, and they could embrace their true selves without fear or judgment. For him, it was a respite from the stoicism he had maintained, allowing him to release the burden of pretending to be "fine" when he wasn't. And for her, it was a refuge from the intimidating persona she had cultivated, where she could reveal her vulnerability and shed the image of the wild and terrifying Cat Witcheress. The very same D'yaabl whose precious treasure of humanity had been unjustly denied so many times, and despite her name, nickname, and insult repeatedly given by Brehen using the Elder Speech version of the word, to the point where her true name held no meaning, she was not a "devil" but rather a fallen angel yearning to soar again, a person whom life had simply not treated kindly.

The next day, although somewhat uncomfortable, was not as awkward as the first time. They simply needed some time to adapt to the new reality of their connection, a connection that didn't undergo gradual transformations but rather sudden and intense leaps. It was like taking leaps of faith that, despite the fear, turned out to be successful. They woke up late, initially believing that everything that had transpired the previous night was merely a "dream" induced by the consumption of opium. However, as they gazed into each other's eyes, they soon realized it had been far from a mere dream. The drug had provided them with the impetus they needed, something they hadn't known they were missing.

Now came the difficult and most important part: retrieving the sword. Both of them knew, without needing to communicate it to each other, that without that sword, whatever they had between them would never fully blossom, at least not properly (especially in D'yaabl's case). They were two wounded souls, adrift in an ocean of uncertainty, in desperate need of a lifeline. Unfortunately, they couldn't share the one they possessed (particularly Putnam). The witcher understood this better than anyone. Although it may seem trivial, the medallion that had once belonged to Tubiel and was now in his hands had provided him with help and solace in many moments, giving him the strength to carry on. Therefore, he could easily empathize with her situation and was more than willing to help.

Retrieving the sword would indeed prove difficult as the Khanum was not easily convinced, and Putnam was cautious about provoking a diplomatic conflict that could jeopardize the rest of the expedition. Nonetheless, he held onto a strong belief in their eventual success, even though he recognized it would require a considerable amount of time and unwavering patience. Despite knowing that patience wasn't typically a virtue associated with D'yaabl, he had faith that she would make the effort, driven not only by her connection with him but also by her deep devotion to Kristov. However, this belief of Putnam's would prove to be another instance of his naivety, causing him to miss the larger picture. D'yaabl was more broken than he could fathom, and despair had woven itself so tightly into her being that shaking it off would prove to be an immense challenge.

As the days passed, the Irbis and the Golden Griffin continued to meet, taking on contracts together, planning their strategy to recover the weapon, and finding solace in each other's presence within the sanctuary of the luxurious inn rooms accessible to Putnam. Their bond, though not openly affirmed in words, deepened and grew stronger.



Due to the circumstances and taking advantage of Putnam's status, they opted for a diplomatic approach. Both of them would go to the Khanum's residence, attempt to speak with her, establish a friendship, and gradually earn her trust in order to acquire the sword. Despite Putnam's decent income, they didn't have a large sum of money to purchase it, as the sword was considered an exotic item in that region with an exorbitant price tag, typical of such rare objects. This strategy yielded mixed results because neither of them knew the true nature of the Khanum. Unbeknownst to them, she was a [Higher Vampire](#) with a severe condition similar to alcoholism in humans, but centered around blood. Consequently, she harbored a certain apprehension towards the witchers.

In the end, due to their persistence, the Khanum Tuya agreed to invite them to a dinner (although only Putnam, given his status) to discuss the matter of the sword and their reasons for wanting to acquire it. Their unwavering determination had sparked her curiosity. She considered it to be just another sword, a witcher sword (something highly unique in Haakland), but merely a sword nevertheless. She didn't believe it held such significance for anyone.

They deliberated on it for a day (well, Putnam did, while D'yaabl insisted that he accept, which he eventually did). It deviated from their original plan, but they regarded it as progress given the effort they had invested. They saw it as an opportunity to formulate a well-crafted plan to steal the sword. Both of them understood that, despite Putnam's charisma, it was impossible for Tuya to simply hand over the sword due to its uniqueness in the country. Moreover, during their persistent requests, D'yaabl had taken the opportunity to study the Khanum's residence and believed she knew the location where the sword, once given to her by her beloved Kristov, was kept.

As the days went by, their anticipation grew, and their plan became more refined. D'yaabl would take on the crucial role of executing the theft, utilizing her skills and expertise to navigate the challenges that lay ahead. Putnam, on the other hand, would assume the task of diverting Tuya's attention during the dinner, skillfully extending the evening to create a relaxed atmosphere where suspicions wouldn't arise. The goal was to give D'yaabl ample time to retrieve the sword without any haste or doubt, allowing her to carry out the operation with precision.

Putnam capitalized on his connection with Zeus, leveraging it to secure traditional elegant clothing that would seamlessly blend with the local customs and traditions. He dedicated himself to understanding every detail of the dining etiquette, ensuring that his performance during the dinner would be flawless. This level of preparation was vital to maintaining Tuya's trust and preventing any suspicions from arising.

Meanwhile, D'yaabl meticulously fine-tuned her equipment, making necessary upgrades to enhance her stealth and agility. She knew that a successful theft required precision and adaptability. Every piece of her gear was carefully examined and optimized to ensure the utmost effectiveness. She was ready to navigate the Khanum's residence swiftly and silently, relying on her extensive training and resourcefulness to retrieve the coveted sword.

Finally, the day of the dinner arrived, and both of them set their plan in motion. Initially, everything went smoothly, although Putnam felt slightly uncomfortable in the presence of the imposing Tuya. However, he quickly adjusted and matched her demeanor, showing confidence and composure. Utilizing his natural charisma and charm, he navigated the dinner with precision, effortlessly balancing the conversation and creating a relaxed atmosphere. The initial awkward silences were replaced by enjoyable and engaging discussions as the alcohol flowed freely. Putnam savored his arkhi, while Tuya indulged in Nilfgaardian wine, which was, in reality, the blood of her victims, primarily criminals.

Meanwhile, D'yaabl carried out her part of the plan with utmost precision,

infiltrating the heavily guarded residence and methodically searching for the coveted sword. Her enhanced mutant senses, allowed her to track and locate the weapon with relative ease. After an intense search that spanned two hours, her perseverance paid off, and she finally discovered the hidden whereabouts of the sword.

However, just as D'yaabl triumphantly laid her hands on the sword, a wave of dormant emotions surged within her, triggered by the potent combination of her Cat School mutations and the stress of the situation. In a moment of unfortunate timing, she overheard what seemed to be Putnam engaging in flirtatious banter with Tuya. Overwhelmed by a fierce jealousy that clouded her judgment, D'yaabl impulsively abandoned her mission to enact a desperate act of vengeance against the Khanum.

With her focus compromised and her thoughts consumed by irrational fury, D'yaabl's attempt to assassinate Tuya became a disastrous mistake. The skilled guards, loyal to the Khanum, swiftly intervened and apprehended her, preventing her from completing her ill-conceived plan. Bound and defeated, D'yaabl's fate was sealed as she was subsequently sold into slavery, destined to be transported to the southern city-state of Zorzura, infamous for its cruel treatment of captives.

Putnam desperately tried to intervene, using every means possible to convince Tuya that it had been a mistake. However, his efforts were in vain, and he couldn't save D'yaabl from her dreadful fate. Devastated by the loss of the Irbis, Putnam's heart sank as he witnessed D'yaabl being whisked away into the clutches of the slavers.

## Time as a slave (Winter of 1282 - Summer of 1283)

After being sold into slavery, D'yaabl spent several months traveling with her captors, enduring a harrowing journey from the winter of 1282 until nearly the summer of 1283. Her multiple attempts to escape were futile, primarily due to the presence of mages among the slaver owners who acted as slave catchers, making any bid for freedom impossible. The mages' vigilance and magical prowess ensured that any slave attempting to flee would be swiftly caught and punished severely, serving as a deterrent for others contemplating escape. Despite the harsh conditions, D'yaabl never lost hope, though her spirit grew weary with each failed attempt.

By late spring of 1283, she and the other slaves finally reached their destination: [Zorzura](#), in the region of Barsa. The journey had been long and arduous, marked by endless days of traveling under the scorching sun and cold, restless nights when they reached the desert in which the city was located. They traversed through hostile terrains, with only the occasional oasis providing a brief respite. The captors were relentless, pushing the slaves to their limits, with many succumbing to the harsh conditions. D'yaabl's mutant endurance was the only reason she managed to survive the ordeal relatively unscathed.

Zorzura, the city-state, was the sole survivor of what was formerly known as the [Southern Kingdoms](#) before they unified and became part of Barsa. This city was considered a separate territory on most maps, having withstood various attempts by the Barsamen, both from the east and the west, to annex it. Despite being isolated from the rest of the world, Zorzura was connected to other civilized locations by stone roads that emanated from its various gates.

Nestled within the region known as the Great Oasis, Zorzura was situated by a vast lake resembling an inland sea. This body of water, known as the Red Sea due to its elevated copper concentration, cast a reddish hue, necessitating the Zorzureans to filter it before utilizing it for their needs. The journey through the desert to Zorzura, once the navigable rivers ended, was challenging. They traveled on mounts or on foot, following one of the stone roads they found.

Despite the unbearable heat, they managed to reach the city within a few days.

Upon arrival, the sight of the city and its surrounding area left them awestruck. Despite having witnessed much during her travels, the striking contrast of the pure white city against the backdrop of the nearby oasis made it appear as an absolute paradise after days of traversing the desert. Zerzura's architecture was breathtaking, rivaling even that of the elves, and it stood as a testament to its independence and resilience amidst the harsh desert landscape. The city's gleaming walls, intricate spires, and lush greenery presented a stark contrast to the bleak desert they had just crossed.

In the slave market of Zerzura, D'yaabl was sold for a high price due to her mutant nature. The auction was a humiliating ordeal, with bidders inspecting her like livestock, appraising her value based on her physical prowess and perceived usefulness. She spent three grueling weeks serving as a servant in the Royal Palace. Her days were filled with backbreaking labor, cleaning, and attending to the whims of the palace's residents. However, during this period, she demonstrated both her dangerous nature and charisma. Her strength, agility, and resilience quickly became apparent, and her unyielding spirit inspired other slaves.

D'yaabl's innate leadership qualities and defiance against her captors led her to rally a small group of slaves. They formed a clandestine alliance, meeting in secret to discuss their plans for escape. Together, they escaped to the oasis surrounding the city and began using guerrilla warfare against the slavers. Their intimate knowledge of the terrain, coupled with D'yaabl's strategic mind, allowed them to strike swiftly and disappear into the vast, unforgiving desert. The oasis provided them with a temporary sanctuary, a place to rest and regroup between their raids on the slavers.

Living on the fringes of society, D'yaabl and her group waged a relentless campaign against the slavers, targeting supply caravans, ambushing isolated patrols, and freeing other slaves whenever possible. Each successful raid bolstered their numbers and resources, but also increased the bounty on their heads. The slavers, frustrated by their inability to capture the elusive rebels, intensified their efforts to crush the uprising.

It was in these conditions, amidst the relentless struggle for freedom, that D'yaabl and Putnam would meet again.

## The Fall of Zerzura (Summer of 1283)

In the summer of 1283, Fabio Sachs' expedition reached Zerzura, the White City of the Barsa desert. Initially, their reception was warm, but the situation quickly deteriorated when [Nelea Sova](#), the queen of Zerzura and Putnam's biological mother, succumbed to her mental illness, enslaving the expedition members, including Putnam.

During the early days of their enslavement, Putnam did not encounter D'yaabl but heard unsettling rumors about her dangerous nature and rebellion against the slave masters. D'yaabl had reportedly orchestrated an uprising, escaping with several slain soldiers in her wake. Her ingenuity and resilience were evident, even against the formidable Zerzuran soldiers.

Putnam reunited with D'yaabl when she launched an attack on the quarry where he was working. She overwhelmed the guards, freed the slaves, and brought them to her hideout in the oasis. Her intention was to recruit them to her cause and overthrow the monarchy of Zerzura, ending the city-state's brutal slavery.

Physically, D'yaabl had changed little but had become thinner, with shorter hair, new

scars, and sun-bleached freckles. The reunion between D'yaabl and Putnam was initially tense due to her grudge for not having been rescued from Haakland. However, Fabio intervened, revealing that Putnam had killed Brehen and recovered Kristov's sword, which helped ease the tension. Their reunion ended with a passionate kiss, marking the beginning of a renewed bond between them.



D'yaabl during this period

Despite their rekindled connection, D'yaabl's primary motivation for the planned attack on Zerkura was revenge and plunder rather than justice for the enslaved. The expedition was divided into three groups: [Lukasz](#), Fabio, and the Mardu trained the slaves in combat; Putnam and D'yaabl infiltrated the Zerkuran ranks to retrieve their belongings and gather supplies; and the mages created chaos in the city to reduce the number of soldiers guarding the "White Fortress."

The first phase of their plan was partially successful. D'yaabl recovered her sword and a valuable city map, though two of the expedition's mages, Stucco and Zavist, were killed. Putnam failed to retrieve Tubiel's medallion, which Nelea had kept, and the city's soldiers increased patrols around the oasis, creating new challenges for the rebels.

In the second phase, they needed to lower the Zerkureans' guard and train the newly liberated slaves for a full-scale attack. The advantage of having non-human freed slaves, particularly those of dyrian ancestry with their animalistic traits, proved beneficial.

The attack began at dusk, exploiting the Zerkureans' heightened fear of a "desert monster" and their newly closed gates. The expedition was divided into four groups: D'yaabl led the northern gate, Putnam the southern, Fabio the eastern, and Lukasz the western. The northern and southern groups focused on looting and targeting the monarchy, while the eastern and western groups aimed to eliminate soldiers, free more slaves, and provide medical aid.

For Putnam, the thought of confronting his own mother, despite her tyrannical rule, was deeply unsettling. He hoped to persuade Nelea to abdicate peacefully rather than resort to violence. However, his plan unraveled when he attempted to retrieve Tubiel's medallion from Nelea, both as a means of recovery due to its value for him and as a gesture to initiate peaceful negotiations. The negotiation deteriorated into a violent duel. Despite his efforts to reason with her, Nelea's condition and relentless aggression led to a tragic end. Putnam, defending himself, delivered a fatal blow to his mother.

The aftermath of the attack and the duel left Putnam grappling with intense grief and the realization that his mother was beyond redemption. The city of Zerkura was now engulfed in flames, and Putnam was about to succumb to them if not for D'yaabl, who, amidst the chaos, found and saved him from the burning palace. After this, D'yaabl joined Fabio Sachs' expedition, both due to the lack of resources to return to the North and her bond with Putnam.

## The Journey to Ketu Rahu (July 12 - September 20 of 1283)

Following the fall of Zerkura and inquiring about the mysterious [Okami Islands](#), the expedition, following the recommendations of the liberated slaves, set course for the country of [Ketu Rahu](#). Retracing their steps, they returned to the region of [Bia Thin](#), finally learning its name. Fabio would later convey this knowledge to the

Nordlings through his works. At that moment, Putnam and D'yaeb1 were on the verge of parting ways. D'yaeb1 desired to return to the North but the already mentioned lack of resources and the renewed bond she had formed with Putnam compelled her to stay with him and join the expedition, despite Fabio's complaints.

Unable to transport any of the ships from the so-called Red Sea, their journey back to Bia Thin to reach Ketu Rahu took considerable time. The entire summer passed before they finally arrived in the capital, which shared its name with the kingdom. During this period, they also decided to set sail for the [Tuyotuki Islands](#), driven by curiosity ignited by Kai Yih's subtle allusions and the intriguing tales recounted by some of the liberated slaves. Unfortunately, Putnam's swords suffered irreparable damage during the journey to Ketu Rahu, partly due to the intense duel with Nelea and subsequent encounters with bandits and other threats.

## The kingdom of Ketu Rahu (September 20 - November 20, 1283) ✦

As they reached Ketu Rahu, the expedition explored the capital city and its surroundings, discovering why the freed slaves had spoken so highly of the country and recommended it. The people of the kingdom proved to be welcoming and hospitable, and the kingdom itself was peaceful and prosperous. After the hardships they had faced in [Buyan](#) and the White City, the expedition was grateful for the opportunity to rest, recover, replenish their supplies, and acquire a ship and an experienced guide who could take them to the Tuyotuki Islands. They accomplished this by selling some of the valuables salvaged from the fall of Zerzura. Despite the language barrier, the expedition was well taken care of, thanks to Istredd, who was familiar with a more primitive version of the language from his archaeological work.

Putnam, for example, acquired the White Tiger of the West Armor, which he would wear until his arrival on the Tuyotuki Islands, as well as the Nine-Tailed Vixen Steel and Silver Swords set. He also had his [Zerrikanian Repeating Crossbow](#) repaired, which had also been damaged in Zerzura, although to a lesser extent. However, the Ketunian blacksmiths lacked the knowledge to repair his Scorpion Steel Saber and Griffin Silver Sword. As a result, Putnam had to rely on the new sword set, which was given to him as a gift after being recognized as a witcher, despite not belonging to any of the schools known to the local blacksmiths. These swords would be used by Putnam during his time on the Tuyotuki Islands.

## Preparing for the Next Journey ✦

During their stay in Ketu Rahu, the expedition had to carefully consider the weather conditions before embarking on their journey to the Tuyotuki Islands. The monsoon season was coming to an end, but the lingering heavy rains and strong winds still posed a threat at sea. They deemed it unsafe to set sail during the post-monsoon period, which, although relatively safe on land, presented dangers on the open water. Therefore, they decided to wait for more favorable weather, spending approximately two months in the kingdom. During this time, they focused on recuperating and preparing for the challenges that lay ahead. They also engaged with the people of Ketu Rahu, immersing themselves in the local culture and customs. This experience had a profound impact on Fabio, who dedicated himself to meticulous revisions of his notes, which would later be published posthumously by his son in various books recounting the expedition.

During their prolonged stay in Ketu Rahu, the relationship between Putnam and D'yaeb1 began to flourish and solidify. The true depth and significance of their bond would only become fully apparent during their time on the Tuyotuki Islands. The extended period they spent together in Vineta allowed them to become more open and comfortable in each other's presence. As they shared their experiences, fears, and aspirations, their connection evolved into a more formal and stable relationship.

During the expedition's stay in Ketu Rahu, Putnam took advantage of the opportunity to engage in witcher contracts. Occasionally, he was accompanied by either D'yaabl or Lukasz, but most often it was D'yaabl who joined him. These contracts provided an avenue for Putnam to test and refine his skills with the new, lighter swords he now wielded. By accepting these contracts, Putnam also expressed his gratitude to the people of Ketu Rahu for their hospitality and generosity towards the expedition. He frequently chose either not to charge them or to significantly reduce his fees, much to D'yaabl's amusement, who playfully teased him about his "heroic attitude" whenever he did so.

Through these contracts, Putnam encountered various local monsters. One notable encounter involved an ottasaunk, a specter known for its strong attachments to objects or places. Another contract involved a brupamor, a distant relative of the kikimores, which had abducted a priestess of [Wijun](#). Putnam also faced a magan, a crocodile-like creature with a prehensile snout and a highly armored back but a vulnerable underbelly, among other monsters. These experiences enabled Putnam to acquire valuable knowledge and skills that would prove advantageous during their time on the Tuyotuki Islands.

## The Tuyotuki Islands (December 1283 - December 1284)

After the post-monsoon period, the expedition sailed towards the Tuyotuki Islands, navigating the East Sea. Despite occasional sea monster attacks, the combined skills of Putnam, D'yaabl, and Lukasz ensured their safety. D'yaabl, in particular, proved invaluable during these encounters, her combat prowess and quick thinking turning the tide in their favor.

During the journey, Putnam's use of a prototype diving suit to defeat an umibōzu highlighted his resourcefulness and the adaptability of witchers. This innovation would later become integral to the School of the Crane's practices.

Arriving at the port of Odaiba on December 20, 1283, the expedition found the Tuyotuki Islands in turmoil. A civil war erupted as the Emperor was assassinated, with the expedition members falsely accused and subjected to crucifixion. The brutal conditions mirrored Putnam's past ordeal in Zerrikania, but the intervention of the School of the Dragon witchers saved them.

The language barrier with the Tuyotuki witchers was mitigated by their creole language, incorporating elements of Tuyotukian, [Nordling Common Tongue](#), and [Zerrikani Dialect](#). The Dragon Witchers, or Hogo-sha, sought to uncover the truth behind the Emperor's death, aligning with the expedition in their quest for justice.

D'yaabl, adapting quickly to the new environment, played a crucial role in establishing communication and trust with the Dragon Witchers. Her resilience and strategic mind were instrumental in navigating the complexities of the Tuyotukian civil war.

Despite the challenges, the expedition embarked on a year-long journey, searching for the geomancer Hoseki, who could reveal the truth about the Emperor's assassination. D'yaabl's leadership and determination were vital during this period, as they faced both human and monstrous threats.

## Tawalisi

After their arduous travels, the expedition reached the island of Tawalisi, hoping to uncover leads about Hoseki. Despite hearing only rumors about her extraordinary abilities and wise counsel, their fortunes changed upon reaching a village in the Horai Mountains. This village came under attack by the Sanzu Clan, prompting the expedition and Dragon Witchers to defend it. During the battle, they discovered that several clans sought Hoseki for their own purposes, intending to exploit her abilities to install a new emperor and eliminate rival clans.

In the midst of the chaos, Putnam rescued a lone surviving puppy from the flames, naming him Frey in honor of the brother of Freyja, the goddess he had begun to follow in memory of Tubiel. Frey, a constant companion, symbolized hope amidst turmoil.

## Tawarisi

The expedition next set sail for Tawarisi, the island renowned for its fertile lands and strategic importance. The journey revealed Tawarisi as a lush, tranquil haven, contrasting with the ongoing civil war.

Putnam, D'yaabl, and their companions engaged in numerous monster hunts, facing creatures like kappa, akugyo, basan, and baku. These hunts not only protected the local population but also bolstered their reputation as the formidable "Griffin and Snow Leopard." A lot of these deviations from their main mission, fortunately ended up helping them more than they expected. During these contracts, Putnam and D'yaabl's relationship deepened even more, solidifying their bond and mutual respect.

As in Tawarisi the expedition uncovered two crucial clues: the destruction of the Onna-musha training center, which leaved the Emperor unprotected, and Hoseki's likely presence in the ruins of an ancient dragon-worship temple in another island. These clues pointed them towards Kami, adding urgency to their mission.

## Consolidation of D'yaabl and Putnam's Relationship

The expedition's journey through the remaining islands brought further adventures and misadventures. Despite efforts to avoid the civil war, they often found themselves acting as vigilantes, opposing warring factions. This unintended role amused and dismayed D'yaabl in equal measure.

Throughout their travels, Putnam and D'yaabl's relationship evolved into a deep, supportive partnership. D'yaabl, ironically, taught Putnam valuable life lessons, showing him he wasn't a burden and that he simply needed to find where he fit. This bond, comparable to Putnam's connections with Tubiel and Jolanta, and D'yaabl's bond with Kristov, strengthened their resolve.

## The Island of Kami

Their journey through the archipelago was marked by frustration and perseverance. Each ruin they explored seemed a dead end, yet they pressed on, driven by the need to end the war and find Hoseki. Along the way, they gained allies, including a samebito who saved Putnam from drowning. This samebito, a close friend of Hoseki, provided a vital clue about her whereabouts on the island of Kami.

The samebito speculated that Hoseki might be seeking a powerful eastern dragon, [Shenlong](#) also known as Shinryu, to unleash a powerful storm and cleanse the islands of humans. This added urgency to their mission. They needed to find Hoseki, end the civil war, and prevent her from invoking a potential apocalypse.

## D'yaabl's Death (April of 1284)

But that wouldn't be the worst, not for Putnam, as he had already faced significant threats such as the mages of [Ofir](#), among others, although none on the same scale as this. The dragon had the potential to go beyond the Tuyotuki Islands and unleash a true catastrophe in the most horrifying of scenarios. However, the greatest tragedy for Putnam would undoubtedly be the loss of D'yaabl, the newfound chance at happiness in his life, snatched away once again with their future plans vanishing into oblivion. Her death would leave a lasting



mark on his conscience, adding to the list of traumas he had already endured and causing a setback in his recovery and also in his relationship with Jolanta until around 1381, making their encounter in [Vinland](#) a mere glimpse of what could be in the future.

D'yaabl's demise would occur in April 1284, in a manner that even the pre-Putnam D'yaabl, the ruthless and amoral witcheress, would have found repulsive—through sacrifice. Specifically, she bravely confronted an oni that was about to deliver the final blow to an injured Putnam and Fabio, stepping in to protect them. Her selfless act demonstrated the profound changes she had undergone and how, in the end, she found redemption.

Deeply affected by the loss, Putnam would strive to continue the journey to the best of his abilities. However, before doing so, he would ensure that D'yaabl received a dignified farewell—a funeral that honored her memory. In an intimate ceremony attended only by him and Fabio, she would be laid to rest beneath a blossoming cherry tree, surrounded by all her belongings, including the cherished sword she had fought so fiercely for. The sole memento Putnam would keep as a reminder of her would be the brooch she once used to fasten her cloaks, which he would now wear in her honor. This way, he would carry with him the memories of their time together and the invaluable lessons she had taught him, including the unwavering truth that even in the deepest darkness, hope always exists, even if it eludes our sight at times.

## Her Supposed Second and "True" Death (1370)

The myths surrounding the sanctified figure that Putnam Pitch would become after his death in 1555 suggest that D'yaabl did not truly die but instead fell into a state of lethargy. According to legend, D'yaabl was revived by the demon imprisoned within her by Baghra. After returning to his homeland from exile, Baem found D'yaabl wandering alone months after her supposed death and decided to help her. Sooner rather than later, since touching makes love, Baem and D'yaabl formed a relationship and returned to the North. However, over time, their relationship became strained and distant due to the influence of the demon inside her, Viy—the same demon that inspired the name of the terrifying giant centipede-like monster created by the legendary mage Alzur.

As the years passed—through 1284, 1285, 1294, 1304, 1324, 1344, and culminating in 1364—Viy's demonic presence continued to exert control over D'yaabl's body. By 1364, Baem had come to understand the full extent of D'yaabl's transformation into a [lič](#), as Viy, tiring of hiding, revealed herself and subsequently tried to kill him. The realization of her true nature sent Baem into a state of profound concern. Fearing the implications of Viy's plans, Baem narrowly escaped D'yaabl's reach, growing increasingly troubled by the potential threat posed by the demon and its schemes.

The story reached its climax in 1370. Upon discovering the full extent of D'yaabl's transformation into a [lič](#), Baem took decisive action to halt Viy's plans, spending six years (1364–1370) to finally complete his mission. Recognizing the gravity of the threat, he assembled a coalition of formidable allies to confront the demon and stop any further nefarious schemes. This coalition consisted of a diverse group of witchers and a mage, each bringing their unique skills and knowledge to the mission. The group included Gah'el of Kagen and Putnam Pitch from the [School of the Griffin](#), Jolanta Dinmarb from the School of the Cat, Teirgh from the [School of the Manticore](#), Baem himself, and Baghra.

Their plan involved luring Viy to the temple of Telawel in the city of Hengfors, as it was built on a place of power that Baghra could use to enhance the ritual she employed to expel Viy. Using their combined expertise, the coalition tricked Viy into traveling to this location. There, they confronted the demon in a dramatic and

high-stakes battle. The coalition's efforts ultimately succeeded in freeing D'yaabl's body from Viy's possession, resulting in her true death. This final confrontation thwarted Viy's dangerous plans, ensuring that the demon's malevolent influence would no longer threaten the world.

## Personality



D'yaabl emerged as a complex and conflicted individual, far more than just a skilled witcheress and assassin. Marked by the experimental formula used by the School of the Cat to transform women into witchers, she grappled with mental instability derived from the mutations, exacerbated by her upbringing. Haunted by the trauma of sexual abuse and violence under Brehen's tutelage, she later carried the additional burden of survivor's guilt from Kristov's death at the hands of the bounty hunter Leo Bonhart. Despite this darkness, Kristov had seen a flicker of humanity within her before his demise—a spark that fueled D'yaabl's unconscious quest for redemption and transformation from the amoral assassin she believed herself to be.

To those who only knew her superficially, she appeared enigmatic, mysterious, and magnetic, a figure who effortlessly commanded attention. Her allure wasn't just in her physical presence but also in her keen intellect and strategic acumen, which she wielded with captivating charm. D'yaabl knew how to leverage her femininity to her advantage, using it as a tool alongside her ruthless cunning. This combination made her a formidable presence in any room, leaving others both intrigued and wary of her intentions. Her ability to manipulate situations and people added layers to her enigmatic persona, drawing others into her orbit while concealing the depths of her inner turmoil and moral struggles.

However, this facade was just that—a facade. In reality, D'yaabl was a paradox of contradictions. She possessed a calculating mind for planning and strategy yet thrived on the adrenaline rush of high-stakes situations, something that clashed with her strong need for self-preservation rooted in her difficult upbringing. This led to shifting loyalties on many occasions. Her self-preservation instinct was often masked by seductive confidence and a willingness to take calculated risks, leaving those around her uncertain of her true motives. Beneath her hardened exterior lay a capacity for passion and compassion. While capable of moral complexity, her overall demeanor suggested a struggle with traditional morality and was often perceived by herself and others as amoral. She displayed flashes of intuition and selflessness, driven by a desire to reconnect with her lost humanity. However, vulnerability remained a challenge, hindering open communication.

Due to her upbringing, D'yaabl was also characterized by intrusive memories, a tendency to avoid her traumas or, in the case of the sexual abuse, rejoice in it as a coping mechanism, something that she even displaced in her intimate relationships. She experienced negative thoughts about herself and the world, feelings of hopelessness, memory problems, difficulty maintaining close relationships, and feelings of detachment. She was easily startled, felt tense, had trouble sleeping, and experienced angry outbursts. Accompanied by a fear of abandonment, a shifting self-image from monster to victim, intense emotional swings, chronic feelings of emptiness, emotional dysregulation, difficulty managing emotions leading to intense reactions, distorted perceptions of her perpetrator Brehen, occasional lack of remorse, and a disregard for right and wrong.

Despite these struggles, D'yaabl demonstrated a capacity for growth. Though prone to jealousy—a sign of her reawakening humanity—she sought validation and showed deep remorse for her actions. Communication remained a hurdle all her life, yet her strategic thinking was undeniable. Her impulsiveness and tendency toward self-sabotage could be devastating. Over time, she overcame almost all of these obstacles, ultimately reclaiming her humanity, achieving redemption through self-sacrifice and her eventual death.

## Appearance



Her beauty, while unconventional, held a certain allure—an undeniable magnetism that captivated those around her. There was something almost hypnotic about her presence, a combination of physical grace and an aura of mystery that drew people in. Her movements were imbued with a deadly grace, a lethality that was both terrifying and strangely enthralling, making it impossible to look away. She carried herself with a poise that suggested both confidence and a readiness to strike, like a predator in repose.

Her soft, pale complexion had an ethereal quality, accentuating the striking features of her face. Her short, curvy nose and full lips contributed to an expressive profile that could convey a myriad of emotions with the slightest change in expression. Her cat-like eyes were particularly striking, characterized by a bright yellow hue that seemed to glow with an inner light. These eyes were framed by long, dark eyelashes that added to their intense, captivating effect.

Her hair was of ginger color, with strands of blonde interspersed as a secondary product of her mutations. This unique combination gave her a distinctive and memorable appearance. Her eyebrows, matching her hair, were thick and relatively dark, with the same orange and blonde mix, providing a stark contrast to the overall lightness of her skin tone. Her hair usually cascaded around her face in loose waves, adding a touch of softness to her otherwise striking features. Some strands often fell softly across her face, enhancing her enigmatic look.

Her high cheekbones and the gentle curve of her jawline further defined her face, giving it a sculpted, almost regal appearance. These features, combined with her expressive eyes and full lips, made her face both intriguing and arresting. There was a depth to her beauty that went beyond the surface, a complexity that was as fascinating as it was uncommon. She exuded an aura of danger and allure that was impossible to ignore, making her a figure of both fear and fascination.

The rest of her body was similar to that of other witchers from the School of the Cat. She was less strong, but more agile—more "elven" in that sense. Her physique was lean and toned, built for speed and precision rather than brute force. Every movement she made was fluid and controlled, a testament to her rigorous training and inherent agility. She was of small height, but her lithe frame allowed her to move with a deadly grace that was both mesmerizing and intimidating, reinforcing the sense of danger that surrounded her.

## Image Credits



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